Nintendo

freegamemanuals.com

DMG-APCE-USA



Marios Picross

INSTRUCTION BOOKLET



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and Official accessories to ensure (Nintendo) complete compatibility with Seal of Quality your Game Boy System.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™.

Thank you for selecting the MARIO' S PICROSS™* Game Pak for the Nintendo® Game Boy® unit.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

CONTENTS

Basic	Controller Functions	4
What	is Picross?	3
EASY	PICROSS and PICROSS	9
TIME	TRIAL1	1
HOW	TO SAVE YOUR DATA12	2
Hints	for playing PICROSS13	3

TM and ® are trademarks of Nintendo of America Inc. ©1995 Nintendo of America Inc. *© 1995 Nintendo, Ape Inc., Jupiter Co. Ltd.

Basic Controller Functions

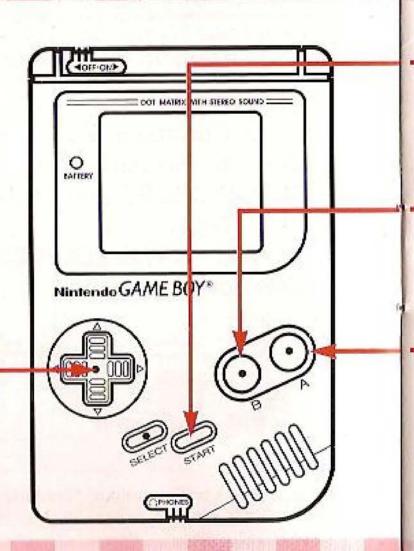
The controller functions for "Mario's Picross" are very easy to master.

For game playing instructions, please select the "HOW TO PLAY" option on the main menu screen.

For further assistance, answer "YES" to the "WITH HINT" option at the beginning of each puzzle.

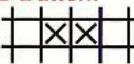
Control Pad: • Select Menu Item

Move The Cursor



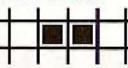
Start: • Save and Quit. You can save your game, you can quit or you can change the Background Music.





- Cancel Menu Option
- Place or Remove An "X". Mark a square with an "X" when you think it should be left blank.

A Button:



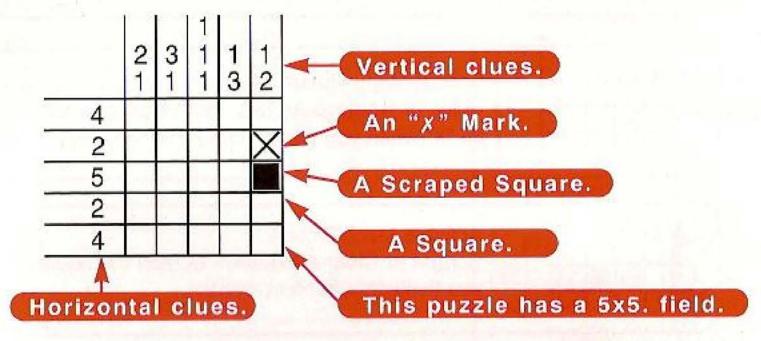
- Activate Menu Option
- Scrape or Clear A Square. Scrape the squares you think should be colored in.

If your guess is incorrect, then time will be deducted and the square will remain blank.



What is Picross?

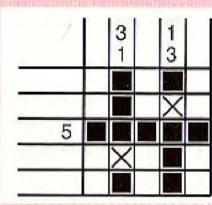
 Picross (Pick-Ross) is a puzzle game. Use the numbers as clues so you can scrape the correct squares and reveal the hidden picture.



 The clues above the columns are read from top-to-bottom. The clues to the left of the rows are read from left-to-right. Each individual number tells you how many consecutive squares need to be scraped. If there is more than one number, then there will be at least one blank square between each of the scraped areas.

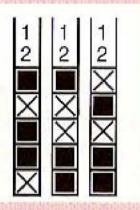
If you have figured out that a square should not be scraped, then mark it with an "x". Doing this can be crucial to your solving the puzzles.

For example, a "5" means you need to scrape 5 consecutive squares. Also, the "1", "3" means you need to scrape 1 square, leave at least 1 square blank, and then scrape 3 consecutive squares.



For the very top-right clue, it is read "1", "2".

Because it only gives you 4 squares of information (3 scraped and 1 blank) it can fit into the 5 squares in multiple ways.



What is Picross? (continued)

- When you have scraped all the squares that are supposed to be scraped, the hidden, mystery picture will be revealed. If your time runs out, then your game is over.
- If you scrape an incorrect square, your remaining time will be reduced.
 The first mistake will cost 2 minutes, the second 4 minutes, and all other mistakes will cost you 8 minutes each. Incorrectly placed "X"s do not cost you any time.

No matter how difficult the puzzles are, you CAN solve them logically with the given clue numbers. You do not need to rely on your intuition in order to figure out which squares to scrape and which to mark with an "x".

EASY PICROSS and PICROSS

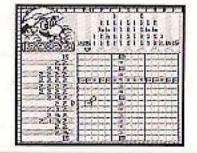
EASY PICROSS offers you 5x5 square puzzles and 10x10 square puzzles. There are a total of 64 problems.

PICROSS contains 2 courses; KINOKO and STAR. Each of these courses contain 64 puzzles, each of which is a 15x15 square monster. The STAR course is only accessible after you have completed the KINOKO course.



In the SELECT A PROBLEM Screen, you may choose any puzzle, including ones you have previously solved, by moving the cursor to them and pressing the "A" Button. The puzzles get slightly harder with each level, with level 1 being the easiest and 8 being the most difficult.

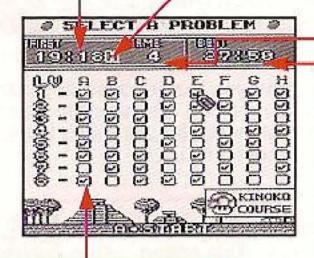
Before starting each puzzle, you will be given the option to play "WITH HINT" or not. This option will give you the solution to one vertical column and one horizontal row before you begin the puzzle. Press the "A" Button once to stop the top cursor, and once again to stop the left cursor.



EASY PICROSS and PICROSS (continued)

Displays the time remaining when you solved this puzzle for the first time.

An "H" next to the time indicates that the hint option was used in the solving of the puzzle.



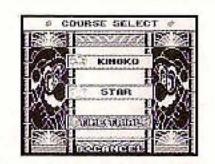
When you solve a puzzle, a check mark will displayed in its box.

This number shows how many times you have attempted this puzzle. You may try each puzzle as many times as you wish.

Displays your best time for this puzzle.

TIME TRIAL

Once you have solved every puzzle in the STAR course, you will be able to access the Menu Item entitled "TIME TRIAL", which has a few new twists!



- There is no "WITH HINT" option.
- There is no time limit. Take as long as want with each puzzle.
- Your mistakes will not be noted by the computer. You will not be penalized and you will not know that you have made a mistake.
- Different puzzles will be presented each time.

Please enjoy all the new puzzles! Try to join the rankings by solving the problems as quickly as you can!!



HOW TO SAVE YOUR DATA

There are 3 data files for saving your progress. The data will be saved automatically.

To save your data in the middle of the game, simply press the "START" Button. This will pause the game, and you may select the SAVE option, and then select "YES." The game data will be saved and you may continue your game.

To erase all the saved files, press "SELECT" and left on the Control Pad as you turn the game on. Choose "OK" and press the "A" Button.

To simply erase only one of the saved files, select the file you wish to erase on the Data Select screen, and press the "A", "B" and "SELECT" Buttons simultaneously. The message "ERASE OK?" will appear. Press the "A" Button to confirm.

Hints for playing PICROSS

HINT 1 If you know that a square should be left blank, mark it with an "x" before you forget. By doing so, you add more information and can gradually determine which squares must be scraped.

HINT 2 The more squares you manage to scrape successfully, and the more "x"s you mark off, the more information you will have to help compare against the other clues.

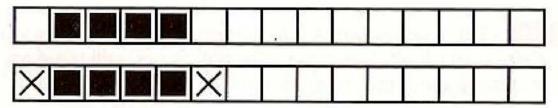
HINT 3 Try and solve the rows and columns that have the largest number of squares to be scraped. For example, a "15" means all the squares must be scraped, while a "0" means all the squares must be blank!

15								W	Ö		**		7.		
0	X	X	X	X	X	X	X	X	X	X	X	X	X	X	×



Hints for playing PICROSS (continued)

HINT 4 If the clue is "4, 1, 2", and you determine the placement of the 4 scraped squares, then you also know that all squares to the left of the 4 are blank, as is the first square after the 4 scraped ones.



HINT 5 If the clue has multiple numbers, always add one square for each space between the numbers when totaling the number of squares. If this total is equal to the number of squares in the field, then you know exactly how to solve that line.

The clue is "7, 7", this means 7+1+7=15. It must, therefore have only 1 solution:



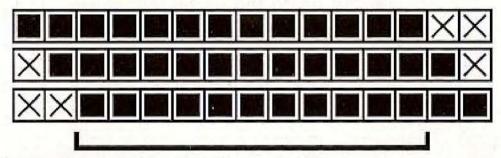
The clue is "1, 2, 4, 3, 1", the row must look like this:



HINT 6 Work on the lines with large clue numbers first. If the clue number is larger than half of the field size, you can scrape part of it in. For example, the clue is "13". You must scrape 13 of the 15 squares, meaning you can scrape the center most 11.



This is because there are only 3 ways to scrape 13 of the 15 squares.



So, logically, the middle 11 must be scraped!

Additionally, for the clues "10" and "8", you can determine the following using the same technique:

[10]				
[8]		_ _		

Hints for playing PICROSS (continued)

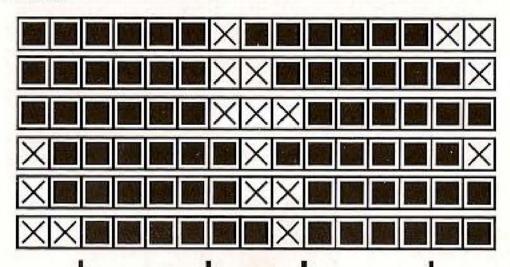
HINT 6 (continued)

Let us switch gears and try something more difficult. Take the clue "6, 6", what do we know for sure?

First let me give you the answer:



We can figure the answer out using the same technique. This time there are 6 possibilities:



Which shows you that you must scrape the following squares:



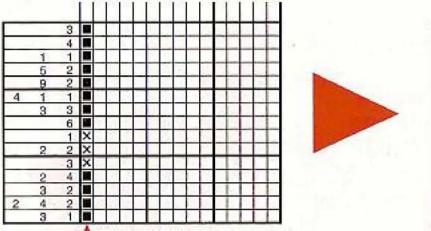
This was a difficult one wasn't it?



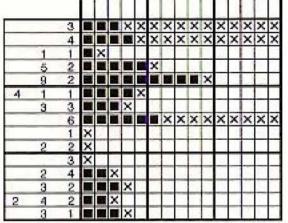
Hints for playing PICROSS (continued)

HINT 7 Once the edge squares have been determined, some parts of the corresponding clues become automatic.

For example, look at the problem below:



If these squares have been determined ...



Then you can scrape in the first part of most of the clues on the left side, as shown.

This is why it is important to always ask yourself, "Can I solve the edges first?" Consider yourself lucky if the "WITH HINT" option reveals an edge or two!

WARRANTY AND SERVICE INFORMATION 3-MONTH LIMITED WARRANTY

For Hardware, Game Paks, & Accessories

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware Only)

Nintendo warrants to the original purchaser that the hardware product shall be tree from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component tree of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product. Call the NINTENDO WORLD CLASS SERVICE®

Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 4 a.m. to Michight, Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest AUTHORIZED NINTENDO WORLD CLASS SERVICE® Center or you will be offered express factory service though Nintendo. You also may refer to your yellow pages directory under the heading of Video Games - Service & Repair, for the nearest authorized service location. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FORM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States.

NEED HELP WITH INSTALLATION, MAINTENANCE, OR SERVICE? CALL 1-800-255-3700.



Nintendo of America Inc. P.O. Box 957, Redmond, WA 98073-0957 U.S.A.